

a texture buffer for storing texture maps and data relating to the texture maps stored in the texture buffer; and

a texture processor that performs texturing operations on the graphical image[:], the texture processor including a fetching engine that retrieves texture packets, each texture packet being stored in the texture buffer and being associated with a texture map that is different than the texture maps associated with any other texture packet in the texture buffer, each texture packet including data relating to the location of its associated texture map in the texture buffer.

9. (Amended) A method of applying texture to a graphical image, the method comprising:

locating a texture packet identifying the location of a texture map in a memory device, wherein the texture packet is associated with the texture map that is different than texture maps associated with other texture packets;

parsing the texture packet to determine the location of the texture map;

retrieving, based upon the determined location, the texture map from the memory device; and

applying the texture map to the graphical image.

15. (Amended) A computer program product for use on a computer system for applying texture to a graphical image, the computer program product comprising a computer usable medium having computer readable program code thereon, the computer readable program code including:

program code for locating a texture packet identifying the location of a texture map in a memory device, wherein the texture packet is associated with the texture map that is different than texture maps associated with other texture packets;

program code for parsing the texture packet to determine the location of the texture map;

program code for retrieving, based upon the determined location, the texture map from the memory device; and

program code for applying the texture map to the graphical image.